

HOW TO PLAY

GOOBI WITH ME

FAMILY VERSION

Your Mission

Join the Super Squad to Resolve Social Dilemmas by Defending the City of Empathropolis™ against the Evil Villain Goobi!



Step 1

SELECT CHARACTERS

1. Spin the Spin Board to decide your character. The first one to spin the Villain will be Goobi.
2. Roll the dice to see how far you should move at each turn. Hero players may move any Hero piece with other player's permission. (No Need to Use the Spin Board)



Step 2

STREET SETUP

Make Your Own City Arrangements

1. Difficulty Level (☆☆☆☆)
Turn ALL 6 Sewer Blocks into RED
2. Difficulty Level (☆☆☆☆☆☆)
Turn ALL City Blocks into RED EXCEPT 4 GRAY City Blocks



Step 3

STARTING MOVE

At first, place Goobi at the Sewer (Center of the Board) & Superheroes at the START Block



Step 4

GAME RULES

Goobi lands at...

Sewer
Dice roll determines from which Sewer Hole Goobi will emerge on the Street.
Do not turn the street block to Red.
Goobi begins to roam on the Street at the next turn.

GRAY City Block
Goobi has caused havoc!!
Flip the City Block to **RED**.
Next player's turn.



RED City Block
City Block remains **RED**.
Next player's turn.



Power Block
Too bad for Goobi!
1. Goobi immediately goes back into its Sewer.
2. Next player's turn.

Superhero lands at...

GRAY City Block
All is well. Enjoy the cityscape.
Next player's turn.

RED City Block

1. Pick a City Watch™ Scenario Card.
2. Assess the Scenario
Ask the Questions: **THINK - FEEL - ACT** (see inside box cover)
3. Select at least 3 Emotion Cards as applicable to the scenario.
4. After solving the scenario, turn the City Block back to **GRAY**.
5. Next player's turn



Power Block

1. Pick a PowerUp™ Card.
2. Discuss the questions on the PowerUp™ Card with the Group.
3. Player keeps the PowerUp™ Card.
4. Next player's turn.

Step 5

FACEOFF!



Must Guess in 3 Tries

It's Time for a FACE-OFF Challenge!

BOTH players guess the emotion displayed by each other.

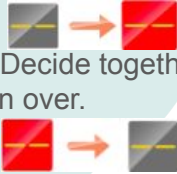
Without looking at the Card, each player picks a random Emotion Card and shows it to the other players. Other players take turns to act out the expression for the selected Emotion without saying a word.

If they meet on a GRAY City Block
Goobi Always Guesses First

- Goobi guesses **Incorrectly** → Goobi gets sent back to the Sewer. Next player's turn.

- Hero guesses **Incorrectly** → Goobi gets emotionally triggered. The City Block they stand on turns **RED**. Do Not do City Watch™!

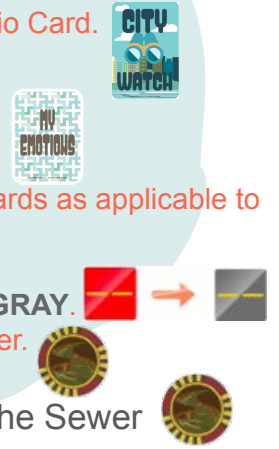
- BOTH** guess **Correctly** → Decide together WHICH **RED** City Block to turn over.



If they meet on a RED City Block
Do NOT do FACE-OFF!

Follow Superhero on **RED** Block Scenario above

- Pick a City Watch™ Scenario Card.
- Assess the Scenario
Ask the Questions:
THINK - FEEL - ACT
(see inside box cover)
- Select at least 3 Emotion Cards as applicable to the scenario.
- After solving the scenario,
Turn the City Block back to **GRAY**.
- Goobi goes back to the Sewer.
- Next player's turn



If they meet on a **Power-UP** Block, Goobi gets sent back to the Sewer

How To Win

AGAINST

GOOBI



For more information about the Game or Instructions Scan the QR Code or Visit our Website www.EmpowerEmpathyGame.com

Team Work Cooperation

Strategize with the rest of the Super Squad to see whose steps can turn the most RED City Block back to GRAY

Think in Another's Shoes

Super Squad wins when there are no RED City Blocks left

Remember: the fewer RED City Blocks remain, the better

Social & Emotional Learning

Collect as many Power-Up™ Cards as you can. At the end of the round, using each card can turn 1 RED City Block back to GRAY.

Emotional Awareness

Identify as many Emotions as you can with each City Watch™ patrol

Goobi wins if there are any RED City Blocks left

ALL members of the Super Squad must pass the predetermined "Start" Block in order to complete their mission!

